
STAR WARS
GALAXIES™
TRADING CARD GAME
SQUADRONS OVER CORELLIA™

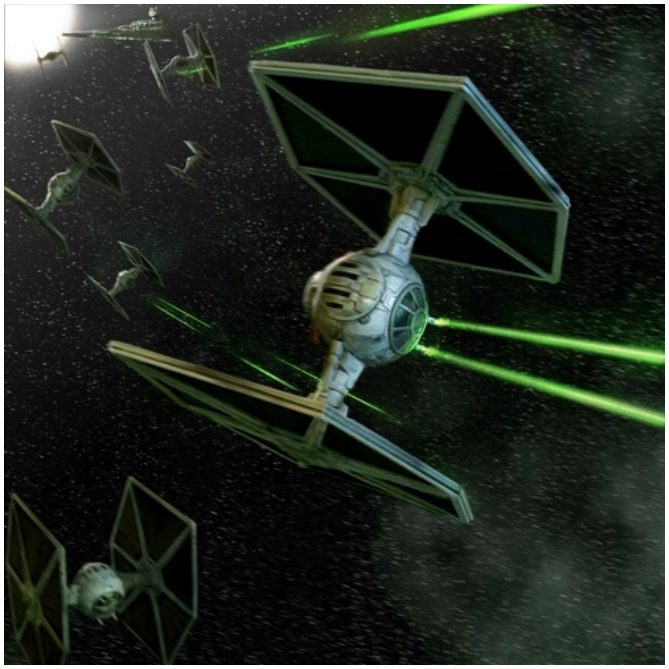
Squadrons Over Corellia Campaign

With direct orders from the Emperor himself. Imperial Special Forces have established a head hunter squadron on the planet of Corellia. Their mission is to seek out and destroy a secret Rebel base on the Corellian moon of Talus. Long rumored to be just a reconnaissance post, the Imperials have learned the base acts as a launching point for Rebel sabotage efforts in the Corellian system and is harboring one of the last known Jedi Knights, Rachi Sitra.



Dark Side Campaign: Imperial Base

At the Imperial academy on Raithal, you are briefed about an upcoming operation in the Corellian system. After traveling to Imperial headquarters on Corellia, you will help plan and execute an attack on the Rebel base recently discovered on the Corellian moon of Talus.



Scenario 1: Academy Attack

You are forced into action when Rebel troops attack the Imperial academy at Raithal.

The planet Raithal is the location of the most prestigious Imperial Academy, and you are there under direct orders from Imperial Special Forces and the Emperor himself. You are involved in planning for an Imperial operation with Sith support in the Corellia system.

A long week of briefings is coming to an end. As you enter a conference room for the final summation, alarms ring out. The many cadets in training start to scramble about in terror.

You spy a single Imperial first lieutenant who is trying to restore order. 'Lieutenant, report,' you demand of him.

'We're under attack. A Rebel strike force has landed just outside the Academy. I was trying to organize these cadets...'

You hold up a hand to stop him. 'That's enough. Take me to the location of this attack.'

He leads you through the maze of corridors to the Academy's armory. The whine of blaster fire gets louder as you approach. 'Wait here,' you say to the young officer.

From your vantage point, you see a Zabrak captain leading the Rebel troops. You recognize him from an intelligence briefing as Coret Bhan, an officer who has had many recent successes against difficult odds.

The Rebel force is small, but the commandos are well-trained and efficient. They can't hope to capture or destroy the Academy by themselves. This must be another Rebel hit-and-fade attack to disrupt Imperial planning. Not to mention the propaganda created from reports of the Rebels striking at the Raithal Academy.

'What... is your plan?' asks the lieutenant. 'We're going to make these Rebel scum pay for their insolence,' you reply with a wry smile. 'Let's organize these cadets and show the Rebels what we're made of!'



With the young lieutenant's help, you are able to rally the cadets and drive away the Rebel troops. The Rebels fall back in good order and rush towards their landing craft. Your trainees let loose a hearty cheer of victory. 'You have all done well, in this most realistic of training exercises,' you say to them.

'The Rebels left some explosives behind,' calls the first lieutenant, holding up a thermal detonator. 'They probably planned to blow up the starport on the way out.'

'That won't be happening now, and it's thanks to you cadets for your courage under fire,' you announce. 'Let's tend to the wounded and get things back to normal here at the Academy. You all have classes to attend this afternoon,' you say with a proud smile.



Scenario 2: Relocation

You meet a pirate captain on the way to the Corellian system.

When order is restored at the Raithal Academy, you complete your final briefing for the Corellian operation. Coret Bhan is mentioned as a local Rebel organizer, and expected to be in the system is Rachi Sitra, one of the last-known Jedi knights. You are also given an update on Binayre pirate activity in the sector.

Your work on Raithal is now complete, and you board a Lambda-class shuttle that will take you to the Imperial headquarters on Corellia. On the way, you go over the datatapes with the Imperial officers making the trip with you.

The trip is uneventful until you hyperjump into Corellian space. Your starship is attacked by a KSE Firespray marked with the livery of the Binayre pirates. Her ion cannon targets your hyperdrive, disabling it and preventing your escape. The shuttle is grappled and boarded by the pirates.

As the airlock is forced open, two thugs step through, blaster carbines at the ready. They step aside and a smiling woman enters, carrying a heavy pistol. 'Permission to come aboard? Oh never mind, I'm already here. I'm Kath Scarlet, captain of the Binayre pirates, and I don't like trouble. Surrender and take me to your cargo hold. Or die. Up to you.'

Several other pirates arrive behind her in the airlock, and you realize this is a well-armed and organized band of thugs. One of them is wearing the insignia of Black Sun, and that's a disturbing portent for the Corellian sector.

'I don't think so,' you reply, the cue for you and the Imperial officers to reveal your hidden weapons. 'This is no mercantile starship. We're on a mission for the Empire and you've boarded your last ship. Scarlet.'



After a vicious battle with Scarlet's pirates, you and the Imperial officers finally gain the upper hand. Sensing the situation worsening for her side, the pirate captain deftly escapes back through the airlock to her Firespray. 'See you later, chief,' she says with a wink.

Helpless to follow the escaping pirate ship, you take prisoner several of the Binayre and put them into a makeshift brig aboard the shuttle. Your pilot comes up from below decks and announces, 'The hyperdrive is repaired.' Soon, you are back on course for Corellia.



Scenario 3: Ground Support

A squadron of TIE bombers supports your attack on the Rebel base on Talus.



The makeshift drive repairs on the Lambda shuttle hold together and finally you arrive at the Imperial headquarters on Corellia. Handing off your pirate prisoners to interrogators, you join a briefing on the current situation.

A Rebel base has been built in secret on the Corellian moon of Talus. It's the belief of Imperial intelligence that this base is designed to conduct sabotage and spy operations on the Imperial presence in the system.

An attack is being planned on this base, and you're invited to help with the strategy. Onyx Squadron, a group of TIE bombers, will be escorting a flight of landing craft to land near the Rebel base. It's hoped that this sudden strike, carried out in secrecy, will disable the Rebel operations.

The strike force is assembled quickly and leaves later that same night. Traveling silently to the moon of Talus, Onyx Squadron lays down a barrage that allows your transports to land beside the Rebel facility. Imperial troops disembark and immediately engage the Rebel defenders.

A protocol droid stands lookout near a small building with a number of people in simple robes nearby. A Twi'lek Jedi bursts into the open, leading a band of Jedi followers. You hear the splash and hum of several lightsabers igniting.

The ragtag band of Jedi includes wizened hermit types as well as young Padawans. Their leader shouts orders and points with her lightsaber. This Twi'lek woman must be Rachi Sitra, the Jedi knight you were told about in the briefing. She takes command of the situation and wields her weapon with authority.

Since the Imperials have already engaged the Rebels at the base, you signal your group to engage Rachi Sitra. 'Take out the Jedi,' you command, 'But I want the Twi'lek alive.'



Rachi Sitra and her band of Jedi are too much for your forces. Their flashing lightsabers turn away your blaster bolts with ease. As you begin to fall back, you see that the battle with the Rebels goes no better.

The combined troops of the Rebel Alliance and their Jedi supporters have successfully defended their base on Talus, and you are forced to retreat to a nearby Imperial outpost.

When you meet with the officers of the Empire, they are arguing about the intelligence provided for this failed operation. The defenses available to the Rebel base were severely underestimated, and you were lucky to conduct a successful retreat. Now, it's time to start planning the next attack on the Rebel base.

Scenario 4: Garrison Attack

A chance to settle the score with a Rebel officer occurs when the Imperial outpost on Talus is attacked.



Licking your wounds, you retreat to the Imperial outpost on Talus, the moon of Corellia. Your recent defeat at the hands of the Rebels still stings in recent memory. Meeting with the Imperial officers, you begin a hasty debriefing session to assess the damage.

At this meeting, you are introduced to Lieutenant Barn Sinkko, an Imperial pilot trainer from the Naboo system. He was leaving the Imperial headquarters on Corellia and stopped only briefly on Talus. Sinkko's insights and immediate grasp of the situation are impressive.

While your forces were forced to fall back, the retreat was in good order. The damage to the troops and facilities at the Rebel base certainly thinned the ranks of the defenders there. It was the unexpected presence of the Jedi, both their numbers and their tenacity, which doomed your operation.

Before your troops can even get a night's rest, the blaring of alarms throughout the Imperial outpost signals a Rebel counterattack. Sinkko has jumped into the fray and is already organizing the defenses.

In the harsh spotlights from the perimeter of the outpost, you see once again the Rebel captain Coret Bhan leading the attack. Illuminated by flashes of blaster fire, you see that his commandos are supported by heavy troopers and Y-wing bombers.

Rested or not, your troops have no choice but to defend themselves. Grabbing helmets and blaster rifles, all available soldiers rush to defend the outpost. Snopel makes sure that they are deployed correctly. You see this as an opportunity to settle the score with Bhan, the upstart Zabrak Rebel, and advance your own career as a result.



Your defense of the barracks and armory of the Imperial outpost is successful. As your troops begin to make headway against the Rebels, captain Bhan gives the order for the Alliance forces to fall back.

You hear several explosions from the direction of the outpost's starfighter hangars. Evidently their attack was yet another strike-and-fade operation, planned to disrupt Imperial operations on Talus. The Rebels are quickly escaping back to their base, and your troops are in no shape to pursue them.

A junior officer from the comm shack reports that Imperial reinforcements are soon to arrive. The planning for the second assault on the Rebel Base will soon begin.

Scenario 5: Important Mission

The Imperial attack on the Rebel base commences, but you'll have to defeat a Hero of the Alliance.



The morning dawns with the arrival of troops and TIE fighters to bolster the upcoming second assault. Hard work through the night has repaired the starfighter hangars damaged by the Rebels, and the snubfighters are welcomed into the facility.

According to all intelligence reports, the Rebels have received no reinforcements since the previous attack, so the new forces at the Imperial outpost should be enough to conduct a successful operation. A coordinated assault is planned, including two squadrons of TIEs operating in concert with troops on the surface of the moon itself.

Later that same night, the operation begins. Your TIEs detect a group of transports evacuating from the Rebel base and give chase. Ground troops report that most of the Alliance personnel on Talus have already escaped.

In a battle against the escorting Y-wings, your TIE fighters fired on the Rebel transports, forcing them down in a remote part of Corellia. Your landing craft are redeployed and head for the location of the evacuated Rebels.

Your snubfighters take care of the Alliance air defense and you land near the Rebel transports. You first see a pair of Aqualish commandos, and searching behind them with your electrobinoculars you see Luke Skywalker, hero of the Battle of Yavin, coordinating the defenses.

The troops on Talus report that the Rebel base was sparsely defended and already in Imperial hands. Only the evacuees before you remain as a Rebel presence in the Corellian system. It's time to take care of Skywalker, his Jedi supporters, and his Rebel friends once and for all.



Luke Skywalker and his Jedi put forth a stalwart defense, but your troops realize that this is the all-or-nothing battle for the Corellia system, so they press on and prevail. Unfortunately, the key Alliance leaders including Skywalker are able to escape in a hastily-repaired Y-wing before you can chase them down.

However, the other Rebels and Jedi that remain alive are rounded up to have their day with Imperial interrogators. With the destruction of the Rebel base on Talus and this victory over the escaping Alliance troops on Corellia, the entire system is now cleansed of Rebels. You're confident that Emperor Palpatine himself will be pleased with your success.